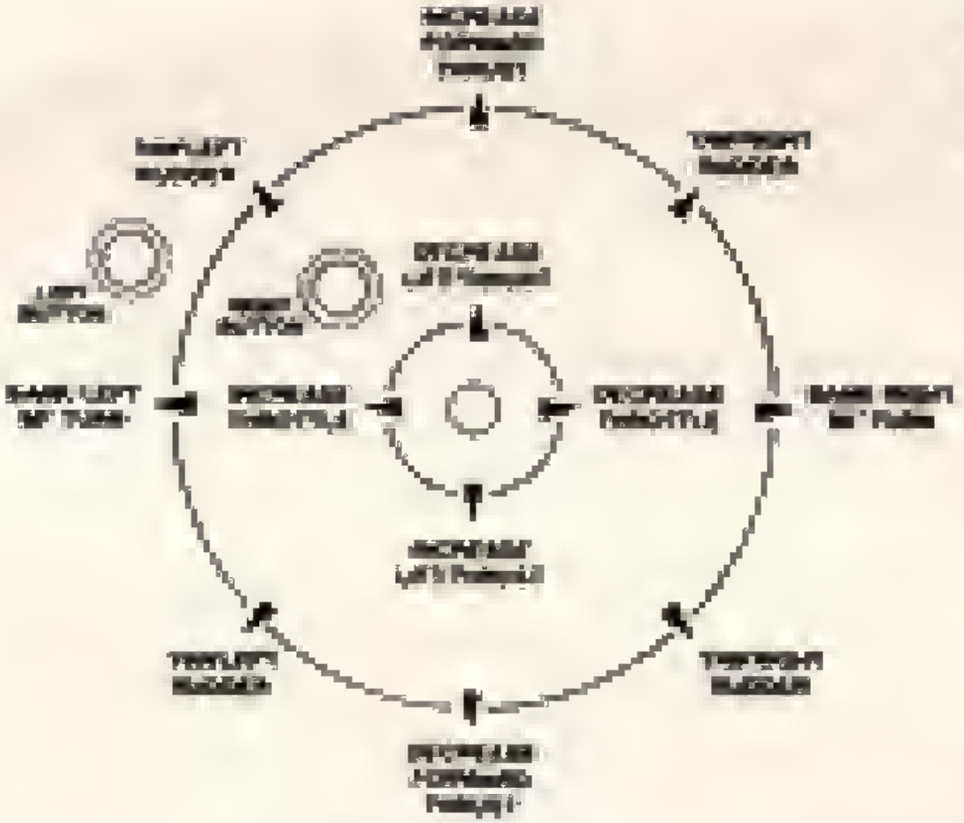
AMIGA™ + ATARI® 520ST/1040ST™

FLIGHT INSTRUCTION CARD

SUPER HUEY



POWER UP

1. Press F7 to turn on computer.
2. Type MIS to select an assignment.
3. Type POW to turn on console power.
4. Press F8 to start engine.
5. Warm up the engine and increase throttle to over 1200 engine RPM.
6. Press F9 to clutch the rotor. Allow rotor RPM to reach one-tenth of engine RPM.
7. Increase throttle to 3500-3600 engine RPM.

TAKE OFF

8. Pull back on Collective (right button) to increase lift. Rise to a safe altitude above 100 feet.
9. Push forward on Cyclic (left button) to add forward thrust. Increase airspeed to desired rate.
10. At desired altitude and airspeed, level off with Collective and maintain speed with Cyclic.
11. Coordinate direction with Rudders and Compass. Make hard turns with Cyclic.

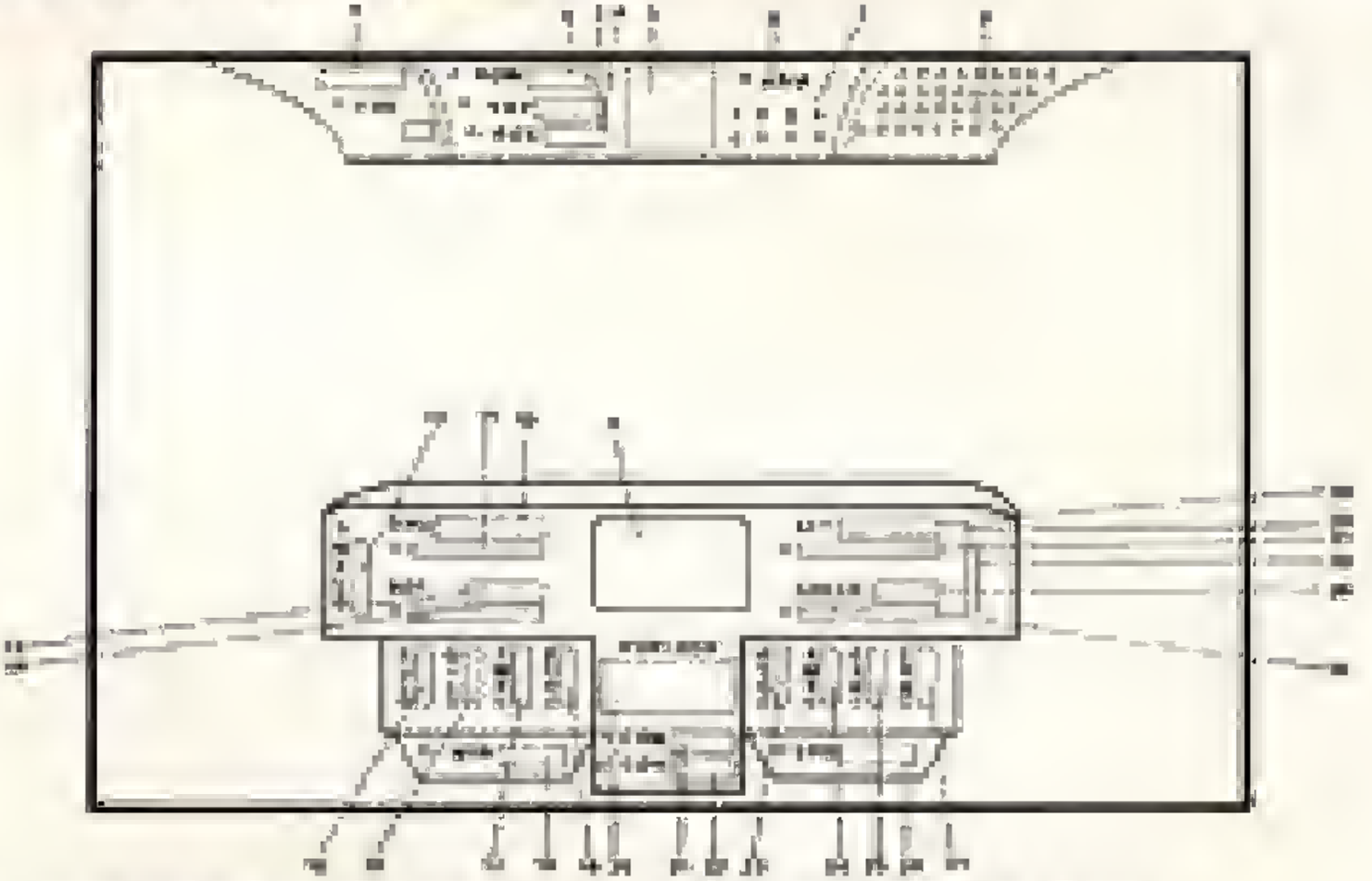
LANDING

12. To descend, decrease Collective. Slow speed with Cyclic.
13. At low altitude, cut rate of descent with increased Collective and speed with Cyclic back.
14. To land, slow to zero airspeed and increase Collective to enter a stationary hover. Reduce Collective slowly to touch down.
15. On the ground, Decrease Throttle to 1000 engine RPM and press F10 to cut engine.

COSMI

415 North Figueroa Street • Wilmington, California 90744 • (213) 835-8657

SUPER HUEY INSTRUMENTS



1.) Radio Frequency (Incoming)
2.) Homing device heading
3.) Navigation heading
4.) Rescue device heading
5.) Navigation marker screen
6.) Machine gun aiming indicator
7.) Rocket loading/aiming indicators
8.) Systems status indicator lights
9.) On-board computer CRT
10.) Engine RPM digital readout
11.) Engine RPM needle gauge
12.) Manifold pressure gauge
13.) Rotor RPM digital readout
14.) Rotor RPM needle gauge
15.) Fuel gauge
16.) Oil pressure gauge
17.) Engine temperature gauge
18.) Wind direction gauge
19.) Collective pitch gauge
20.) Artificial horizon
21.) Compass heading
22.) Automatic course heading set
23.) Anti-torque gauge
24.) Ammeter
25.) Exhaust/cylinder head temperature
26.) Air speed gauge
27.) Carburetor mixture/temperature gauge
28.) Speedometer needle gauge
29.) Speedometer digital readout
30.) Ground proximity gauge
31.) Altimeter needle gauge
32.) Altimeter digital readout
33.) Malfunction indicator lights

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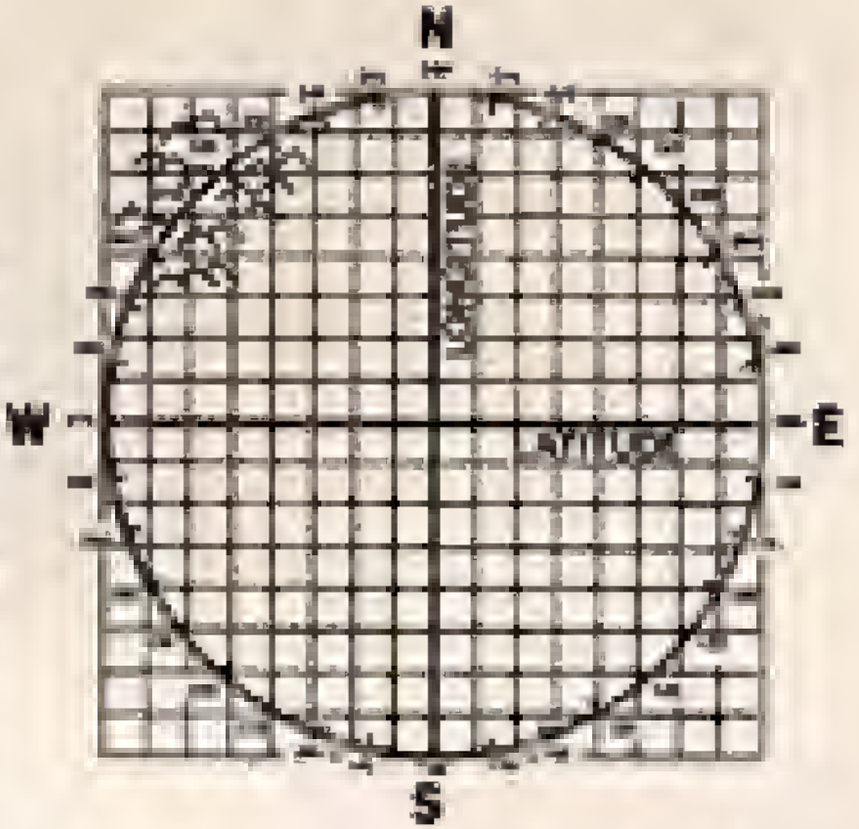
SUPER HUEY

EXPLORE

Mapping terrain requires plotting the relative position of any area to some fixed point. For example, select your Base as the center point. If you follow a steady course from the Base, use the DISTANCE command to find the distance you have gone on that line. If you do not follow a straight course, use the VOR command to find your return heading to base. The reciprocal of that number is your direction from Base. The scale of the grid above is 2 miles per square side. The hilly area shown is in the Northwest quadrant, 15 miles from Base on a heading of 314. Maps of any size and scale may be made with distances based on time/airspeed calculations.

After exploring the entire terrain, send a copy of your plotted map to COSMI



along with the COSMI logo from the back cover of your instruction booklet and a self addressed stamped envelope, and we will send you the exact map from SUPER HUEY EXPLORE.

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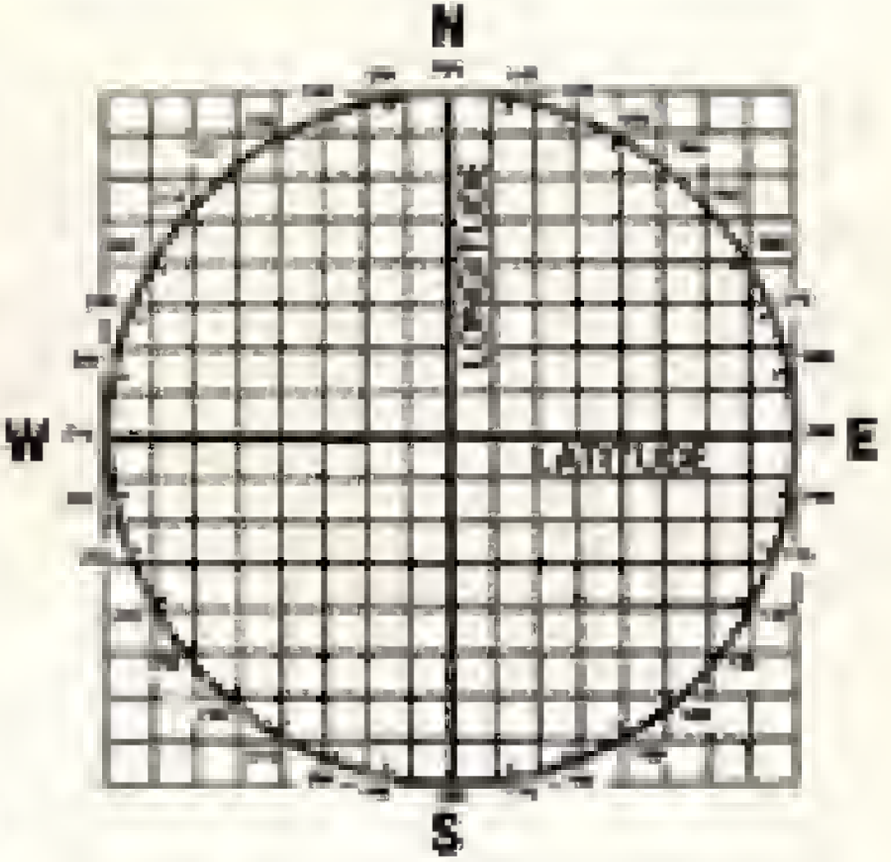
SUPER HUEY

RESCUE

1. Find the heading computed from the homing signal on the HOMING panel. (ie 340)
2. Bring your compass reading (COM) to the same direction. (ie 340)
3. As the RES readout changes, continue to match your course (COM) to it. These headings will lead you to the stranded survivors. If the RES indicator "flips" between '000 and 180' or '180 and 000' you have crossed over the target position.
4. If you are unable to follow the course directly, and the RES number 'flips' between a northern and southern heading (ie 340 to 200) the target latitude has been crossed. At this point, the heading is either due east or due west depending upon the direction of the flip. (ie from 260-350 to 190-260 target due west or from 010-080 to 100-170 target due east.)
5. If the RES number 'flips' between an eastern and western heading (ie 260 and 070) this indicates a longitudinal crossing and the target is either due north or due south. (ie. from 260-350 to 010-080 target due north or from 190-260 to 100-170 target due south.)



6. A "flip" between 000 and 180 (or 180 and 000) indicates the helicopter is over the target. The survivors will fire a flare when they see you.

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AMIGA & ATARI. ST.

AM512-055
AT520-055

COSMI

SUPER HUEY

by

Paul Norman

Authentic HELICOPTER FLIGHT SIMULATOR, that not only teaches you how to fly rotary wing aircraft, but also sends you on four separate and exciting missions.

GAMES WORTH PLAYING